Warband Building and Scenarios

The *Desert of Desolation*™ set is designed for Limited-format play using 200-point warbands. In Limited play, each player should have two *Desert of Desolation* Booster Packs and build warbands of up to 200 points.

Epic Creatures

The *Desert of Desolation* set can be played using warbands of 200 or 500 points. Four creatures from this set have two stat cards each: One provides information for using the creature in a 200-point warband, and the other, printed in blue, provides stats for the more powerful ("epic") version of the creature.

Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Special Ability and Spell Clarifications

Abduct: The Bar-Lgura and the target enemy are placed adjacent to each other in the chosen victory area, which must have a legal space for both creatures.

Back in Action: This creature does not need line of sight to the rallying creature to use this ability.

Hunter's Claws: This creature deals extra damage to poisoned enemies. A poisoned creature is one affected by an ongoing Poison effect, such as damage on activation, penalties, and so on. A creature affected by Sleep Poison is poisoned until it wakes up.

Infest: This creature can attack while in the same space as another creature.

Mirror Image: You must choose to use this special ability after the attack roll is made, but before damage is determined.

Riddle of the Sphinx: The target creature is allowed a save when this special ability is first used. It can make a new save at the end of each of its turns.

Sapper: This creature can use Sapper only while burrowing.

Willing to Follow CREATURE: This special ability works just like Willing to Follow, except that this creature obeys only the specified commanders.

Snake Charmer: "Snakes and Yuan-Ti" are non-Humanoids whose name contains Snake or Yuan-Ti.

New Special Ability: Mount

Some creatures have the Mount special ability. Such a creature allows another creature in your warband of a specified kind to ride on it, creating a powerful combination.

Mounts: The Mount special ability specifies a type of creature, such as Dwarf, Orc, Human, and so on, that can become its **rider**. Its stat card contains a labeled circular space that matches the base size of the specified rider type. A creature with a rider is referred to as a **mount**. A mount can have only one rider at a time.

Riders: On its turn, a creature of the appropriate type that is adjacent to a mount can become its rider. This action replaces attacks and ends the rider's turn, and also prevents the rider or mount from activating for the rest of that round. The rider and mount together gain the Mounted type and become a **mounted creature**, occupying the mount's space. Creatures that already have the Mounted type cannot become riders. You can designate mounted creatures when you set up your warband (mount and rider each count as one creature for warband building). When a creature becomes a rider, place its miniature on the mount's stat card or otherwise indicate that it is on the specific mount.

Special Abilities: Some mounts grant a special ability to riders or gain a benefit when mounted. Special abilities of the mount that do not refer to a rider cannot be used by the rider. For example, when a mounted Rage Drake uses Pounce, only the mount can make multiple melee attacks.

Activating a Mounted Creature: Mount and rider both activate as one creature. A mounted creature uses the mount's speed. On its turn, a mounted creature can take one of the following actions.

- Move twice its speed.
- Move its speed and make one attack (in either order). *Only the rider or the mount attacks, not both.*
- Not move any distance and make all its attacks. *Both the rider and mount can attack.*
- Charge. *Only the rider or the mount makes a single melee attack, not both.*

Abilities of the rider or the mount that replace attacks can be used when the mounted creature moves and attacks. Thus, a mounted creature can move and use a single special ability of either the rider or the mount that replaces attacks. One that doesn't move can use one ability each of both the mount and the rider that replaces attacks.

Attacking a Mounted Creature: An enemy can attack either the mount or the rider. Track damage separately for each. Area attacks, including lines, affect mount and rider individually. If the mount is eliminated, the rider's player immediately places the rider's miniature in one of the squares formerly occupied by the mount.

Morale Saves and Routing: If a routing mounted creature moves off the battle map, both the mount and the rider are eliminated.

Routing Mount: A mount uses the higher of its own and its rider's levels for morale saves. If it fails a morale save, it immediately moves at double speed toward its exit, carrying the rider with it. A routing mount can attempt to rally as normal, using the higher of its own and its rider's levels.

Routing Rider: If a rider fails a morale save but the mount does not, the mounted creature can take no action but **does not** immediately move toward its exit. On its next turn, the rider may attempt to rally as normal, using its own level. If this check fails, the mounted creature moves at double speed toward its exit.

Routing Mount and Rider: If, at the start of the mounted creature's turn, both the mount and the rider are routing, the mounted creature makes only one morale save using the higher of the mount's and the rider's levels. If that morale save is successful, both mount and rider are rallied. If it fails, the mounted creature moves at double speed toward its exit.

Dismounting: At the beginning of a mounted creature's turn, an active rider may dismount. Its player places the rider in a square adjacent to the mount's space. If no legal space exists in which to place the rider, it cannot dismount. A routing rider is not active and therefore cannot dismount. An active rider on a routing mount can choose to dismount before the mounted creature takes its turn. Once dismounted, the rider counts as having activated for that round, and the mount continues its turn.

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